THE SILK OF SHADOWS

An AD&D 2nd Edition Encounter for the Amedio Sandbox Campaign by Falln

Location: Shadowshore – abandoned dockside warehouse alley

Time: During the night

SETUP

As the PCs tread the misty back-alleys of Shadowshore near midnight, a sudden crash echoes between the stone walls. A woman's voice calls out:

"Help! I'm pinned!"

They round a corner and see a woman in a deep red gown lying on the cobblestones, a heavy timber trapping her by the shoulders. Her voice is panicked, her silk torn and stained. In the shadows behind her, cloaked figures close in — and in the far darkness, two red eyes gleam from a tunnel's edge.

WHAT'S HAPPENING

- The woman is Myvra Zek, a con artist working with a small local gang known for alleyway traps and quick robberies. She is posing as a desperate victim.
- Three thugs from the gang are hidden nearby, waiting to ambush anyone who approaches to help her.
- The disturbance has attracted the attention of a giant spider lurking on a building wall. It is not part of the trap — and may attack anyone nearby, ally or not.
- The gang is unaware of the spider and may panic or flee if it enters the fight.
- In Shadowshore, the watch rarely intervenes unless forced. Starting in round 3 of the encounter, there is a 10% chance per round that a patrol hears the commotion and responds, arriving in 1d4+1 rounds. This chance increases by +10% for each major disturbance—such as loud spell use, property damage, or a civilian screaming for help—up to a maximum of 40% per round.

STATISTICS

Myvra Zek (Con Artist, Human Thief L3) AC 7 (silken dress + Dex); MV 12; HD 3; hp 12; #AT 1; Dmg 1d4+1 (poisoned stiletto); SA: Thief skills, disguise; AL CE; XP 120; THAC0 19
Thief Skills: MS 40%, HS 35%, PP 40%, OL 30%, CW 70%, DN 25%
Stats: Str 10, Dex 17, Con 11, Int 14, Wis 8, Cha 15
Notes: Will flee or surrender if clearly outmatched.

Thugs (2–4, Human Fighters L1) AC 8 (leather armor); MV 12; HD 1; hp 6 each; #AT 1; Dmg 1d6 (club or short sword); AL CN; XP 15 each; THAC0 20
Stats: Str 12, Dex 10, Con 12, Int 9, Wis 8, Cha 8
Notes: Hide behind crates and doors. Attack anyone distracted by Myvra. Flee if she is taken out or the fight turns against them.

Giant Spider (1) AC 4; MV 6, Web 3; HD 4+4; hp 18; #AT 1; Dmg 1d8 + poison; SA: Web entangle, poison (save vs. poison or die); AL N; XP 420; THAC0 17
Notes: Attracted by vibrations and shouting. Lurks on the wall above, attacks the closest moving target. Not part of the gang; may turn the tide of the fight.

Shadowshore Watch Patrol Guards (1d4+1)
AC 7 (studded leather or mix of scavenged gear); MV 12; HD 1–1; hp 4 each; #AT 1; Dmg 1d6 (short sword) or 1d4 (sap); AL LE; XP 7 each; THAC0 20
Stats: Str 11, Dex 10, Con 10, Int 9, Wis 8, Cha 8
Notes: Corrupt, lazy, and often late. May demand bribes or shake down anyone still standing. Will flee from large threats or if outnumbered.

Shadowshore Watch Sergeant (optional, 1 in 3 chance) AC 6 (chain shirt + Dex); MV 12; HD 2; hp 10; #AT 1; Dmg 1d8 (scimitar); AL LE; XP 65; THAC0 19
Stats: Str 14, Dex 12, Con 11, Int 10, Wis 10, Cha 9
Notes: Slightly more disciplined but just as self-serving. May pretend to "mediate" in exchange for gold. Won't risk himself against the spider.

CHECKS

- **Wisdom check:** Spot that the woman is not truly pinned beneath the beam.
- **Detect Noise (thief skill):** Hear faint movement behind crates before the ambush
- **Move Silently (thief skill):** Approach Myvra or flank the thugs without triggering them
- **Wisdom check:** Notice the faint clicking of spider legs on stone above
- **Charisma (reaction roll):** Try to talk down the guards or thugs before violence erupts.
- **Animal Lore or Arachnid Knowledge (if applicable):** Recognize signs of a giant spider lair or recent movement.

REWARDS AND OUTCOMES

- If the PCs expose or defeat the gang, local shopkeepers quietly offer them **2d10 gp** and basic supplies out of gratitude.
- **Myvra Zek** carries a **silver-etched stiletto** (25 gp), a hidden pouch with **15 gp**, and a **coded message** referencing a future job.
- Thugs have little of value: **1d6 gp each**, cheap weapons, and gang tattoos that may be recognized by underworld contacts.
- The **giant spider's lair** (if found) contains **a half-wrapped smuggler's satchel** with **45 gp**, **a potion of healing**, and a **water-damaged map** to a coastal ruin.
- If the **Shadowshore Watch** arrives and is bribed (2–5 gp), they leave peacefully. Otherwise, they may arrest or extort someone unless pacified.
- If Myvra escapes, she may return in a later session as a spy, saboteur, or even a false informant — depending on how the party handled her.